

## Cooperation & Awareness

Drama can be a way of learning about yourself and the world you live in. In drama, the way you learn is by joining in, by participating in activities with the rest of the group. In our next section of study we are going to move into the types of experiences and the kinds of learning that drama has to offer by taking part in various drama games and activities with the rest of your class.

The objective of the games and activities are to create a healthy atmosphere and to release tension. Some will help to develop spontaneity and flexibility. Others will help make you more aware of your senses so that you can use your sensory experiences in your work. Some of the activities of this section will help you to use your feelings honestly so that later on in the drama work you will be able to express your feelings to others.

The key with today's work, however, is to develop a sense of **Cooperation and Awareness** of others. Without these skills you will not find success in accomplishing today's exercises.

### Bing Bong

Last class we focused on **breaking the ice**. We attempted to become a little more familiar with one another. Let's see how it stuck.

1. Get into the best circle you can. Make sure you are elbow to elbow.
2. Someone stands in the middle of the circle. They begin by pointing at someone and establishing a set pattern. In this case it will be "bing - bong". The person pointed at says their name - the second person says "bing" and the third "bong" - the fourth says their name - the fifth "bing" and the sixth "bong". See how fast you can go!
3. **VARIATION** - Rather than say your own name say the name of the person to your left.

### Imaginary Bomb! (Reinforcement Exercise)

#### \* Bring the basketballs

This is a variation on the **Zip-Zap** game and **Basketball Game** from yesterday. The difference is speed and the fact that your teams should be different than last day.

1. Get into a large circle. Make sure you can see everybody. Review everyone's name.
2. Start passing around an imaginary bomb. At the same time you pass it say that person's name.



3. Listen for instructions: left - right - across
4. If you hesitate before passing the bomb it explodes and you are out of the game. If you get tongue-tied you are out of the game. If you say 'er' before the name you just got detonated!!!

### The Glue Game

- \* Bring the set of blindfolds

Here's a whole new way of getting to know your fellow classmates. We have removed your sense of sight but not touch. See if you can cooperate with a total stranger as you make your way blindly around a circle.

1. Ask for volunteers. Begin with 2 people. Blindfold them.
2. Once the music begins the blindfolded students begin to work their way around the room. The other students act as guides to prevent them from falling and hurting themselves.
3. They move at different levels using their arms and as much creativity as possible.
4. Once they bump into one another they are glued at that point and they cannot become unglued! Their job is to make their way in one complete rotation around the circle without becoming unglued.

### Titanic II

- \* Bring large blue curtain material to class and a whistle

Discuss the tragedy of the Titanic. Discuss the horror of the class system that saw first class passengers sent out to sea in half filled life boats. Talk about the goal of any team - to maintain the highest rate of survival. If everyone is imaginative and quick thinking everyone will survive Titanic II.

1. Spread out about 5 large blue curtains on the ground. These are the life rafts. Either using music or the beat of a drum students are to interact as if they were passengers on The Titanic enjoying an evening strolling on the decks.
2. Once you hear the captain's whistle blow to abandon ship immediately get at least one foot in a life raft to stay in the game. Work as a team. Try to help each member stay afloat. As long as one foot is touching the raft you are a survivor.

3. As each round progresses one life raft is removed.
4. The goal is cooperation and awareness you don't want to loose one team member!

### The Blob!

- \* Bring the stopwatch and 4 pylons

This is a standard game of tag with a bizarre twist. It will require each member of your team to work in cooperation with one another. There is also a sense of fair play in that those team members running from the Blob should do their very best not to be caught - no matter what!

1. One person becomes IT. IT must chase down those in the class and tag them. The perimeter will be orange pylons placed on the field.
2. Once tagged you join hands. The one most recently tagged is now the **TAGGER**. The chain becomes longer and longer.
3. Time the game. If you have opposing teams count the number of students tagged in the allotted time. This will determine the winner.

### The Scrum

- \* You need the pylons and a whistle

How well can you cooperate when you can't see and you're going in circles at the same time? Get ready for one of the most difficult challenges of the day!

1. Depending on the size of the class - divide up into 3 or 4 groups.
2. Have a student explain what a Scrum formation is like in Rugby.
3. Each team takes the position of a Scrum. Heads in center. Arms linked around the shoulders of those next to them.
4. The objective of the exercise is for the team to work together to run across a field - pick up a pylon - and return in the fastest time possible. If a team breaks the scrum for any reason they must quickly reform and keep going. There is no turning back.



### Space Writing

Let's see how creative and cooperative you can be in terms of using at least one of your group's names.

1. Choose someone's name within your group. It must be at least 4 letters or more.
2. You are to take part of the sloping hill by the football field and spell out that name as colourfully and creatively as possible.
3. You may use anything to help you including your own bodies. Rehearse it. Space it. Practise!!!
4. As a team you will need to assemble a **clear, accurate and creative** spelling of the name in a timed trial in front of the other teams.

### Space Writing II - The Atoms

What are atoms? How do they react when they are charged? Imagine that you are all atoms. Lively - leaping and unsteady atoms!

1. No matter what don't stop moving. Go absolutely crazy. Every part of your being must keep shaking, jumping and spasming!
2. The teacher will yell out (or blow on a whistle) a specific number: Atom 3 - Atom 4 - Atom 8 etc. You must spasm your way into a group, link shoulders and create a nuclear compound. Never stop moving or you're out of the game. Anyone who cannot find a compound of their own sit out the rest of the game.

### Space Writing III - The Number Game

For those of you who are good at Mental Math here's a cooperation and awareness game for you!

1. The teacher will read out a Mental Math Problem. Listen carefully and arrive at an answer. Once you do use every single member of your team to create the figures of the correct answer on the side hill.
  - A.  $10 + 5 \times 2 + 75 = 105$
  - B.  $75 - 3 \times 4 + 4 = 104$
  - C.  $25 - 5 \times 2 + 63 = 103$
  - D.  $60 - 2 \times 5 - 44 = 106$  \* use as spare or complete group

## Cooperation & Awareness Toss

This exercise will test your group's ability to concentrate and to cooperate. If you work as a team the activity asked of you should be no problem at all!

1. Divide the class into groups of no more than 10.
2. Give each group a basketball. Tell them to establish a pattern where the ball is tossed from one member to the next until everyone has caught the ball once.
3. Tell the students that once the pattern is established that it can never be changed.
4. Once each group has established the pattern and practised it several times for speed and accuracy tell them to add someone's shoe to the mix. Now there are 2 items hurling their way back and forth across the circle. Allow them time to gain confidence and speed and then add more items until they are up to 5.
5. Once students have achieved success in their groups sit down and gather thoughts and feelings about the purpose and success of the exercise.